

DLM

Freddy's Puzzling Adventures

Problem-Solving
Educational Software

USER'S GUIDE

Apple II+/IIe

Freddy's Puzzling Adventures

Ahead Designs

INTRODUCTION

Freddy's Puzzling Adventures stimulates logical thinking skills through fun activities. Your child uses problem solving, spatial-relations, strategy, and sequencing skills as he or she solves number and word puzzles of varying difficulty. Children play with the puzzles again and again to find solutions that take the fewest moves!

The *Number Puzzle* section contains six different activities, ranging in difficulty from three- to seven-number puzzles. Your child moves numbers along paths and in and out of boxes to complete the puzzles.

In the *Word Puzzle* section, your child helps Freddy the Turtle rearrange scrambled letters to spell two-, three-, and four-letter words. *Word Puzzle* contains four different puzzles and allows you to create and save your own puzzles.

Encourage your child to analyze the puzzles and plan the best moves. As you help your child complete the puzzles, you too may be challenged by the many activities in *Freddy's Puzzling Adventures*!

Game Strategy

The object of the games is to move letters or numbers into the correct order using the least number of moves. The computer tallies each "move" and adds a point to the score on the screen. Encourage your child to explore different game plans to lower the number of moves needed to solve each puzzle.

GETTING STARTED

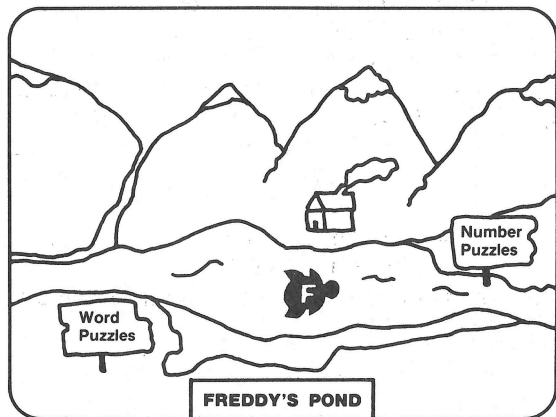
You need an Apple* II+ or IIe computer with a disk drive system and a monitor or TV. Follow these steps to load *Freddy's Puzzling Adventures* and begin play.

Loading

1. If you are using a TV as a monitor, turn down the volume.
2. Place the diskette in the drive, label up, and completely close the door on the disk drive.
3. Turn on the computer and monitor. The program should load automatically.
4. You will see the TITLE screen and the COPYRIGHT screen. At the COPYRIGHT screen, press any key to view the FREDDY'S POND screen. If you wish to create your own *Word Puzzle*, press **CONTROL N**. Instructions for creating, saving, and playing your own word puzzles begin on page 8.

USING FREDDY'S POND

Your child can select word puzzles or number puzzles by moving Freddy the Turtle around the FREDDY'S POND screen.



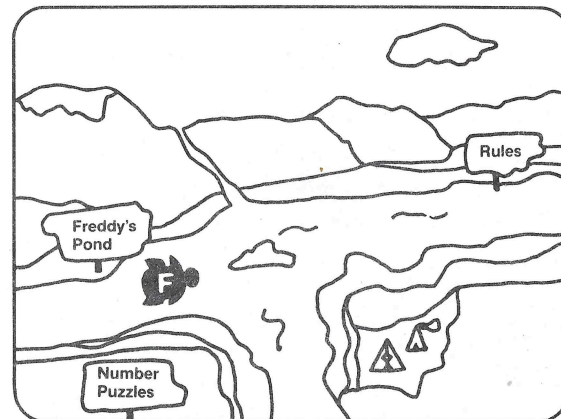
Keys used to move Freddy are displayed on the screen, and on a separate key chart in this manual. These keys move Freddy:

K moves Freddy right	I moves Freddy up
J moves Freddy left	M moves Freddy down
Press any key to stop Freddy	

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Freddy is a water turtle, so he only moves along the rivers and creeks. Your child makes a selection by moving Freddy through the water toward a game sign. For example, at the FREDDY'S POND screen press **K** to move Freddy to the right and choose *Number Puzzle*. Press **J** to move Freddy left and choose *Word Puzzle*. Be sure to move Freddy all the way to the edge of the screen.

The screen advances. Now your child can see the game rules or move Freddy down the screen to select a puzzle.

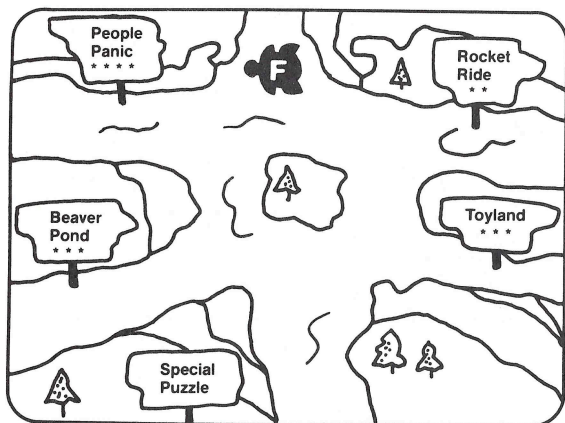


1. When viewing the rules, press **C** to advance the instruction screens. Press **C** again to return to the pond.
2. As your child moves Freddy toward the puzzles, the screen displays the message, "Do you want sounds (Y/N)?" Press **Y** (yes) to include sounds. Press **N** (no) to eliminate sounds.
3. Next, the screen displays the message, "One or two players (1/2)?" Press **1** for one player. Press **2** for two players.

Note: If the two-player mode is selected, one player controls vertical movement and the other player controls horizontal movement. Two sets of keys control Freddy's direction in the two-player mode.

Player 1	Player 2
A moves Freddy up	← moves Freddy left
Z moves Freddy down	→ moves Freddy right
Press any key to stop Freddy	

4. Once options are selected, move Freddy further down the river. The PUZZLE SELECTION screen appears. Signs display the names of the puzzles. Asterisks (*) on the signs indicate the difficulty of each puzzle. For example, the asterisks on *Word Puzzle* signs show the number of letters in the longest words in each puzzle.
5. Your child chooses a puzzle by moving Freddy toward the sign of the desired puzzle. When Freddy reaches the edge of the screen, the screen advances to the puzzle chosen.
6. The WORD PUZZLE SELECTION screen has a Special Puzzle sign for selecting word puzzles you have created. When this sign is chosen, the screen advances to the LOAD A PUZZLE screen. See page 10 for instructions on how to load a special puzzle. If you do not want to play a special puzzle, press **CONTROL C** to return to the WORD PUZZLE SELECTION screen.



PLAYING THE GAMES

In *Number Puzzle* and *Word Puzzle*, your child is challenged to complete puzzles using the fewest possible moves. Each time a number or letter is moved to an empty box, a "move" is tallied by the computer and displayed on the screen. Your child rearranges the numbers or letters to match the correct order and complete the puzzle. The lower the score at the end of the game, the better he or she has done!

Number Puzzle

Your child moves the numbers inside the puzzle along pathways and in and out of boxes until they match the order of the numbers outside the puzzle. Follow these simple rules:

- Move only one number at a time.
- Move numbers only into empty boxes.
- Only one number will fit in a box at any given time.

To move a number, press that number key on your computer. The number on the screen dances. Your child moves that number along the pathway to an empty box.

Note: You must keep the numbers in the center of the pathways. If a number refuses to move along a pathway, move it toward the middle of the pathway before continuing.

When a puzzle is completed, a song plays and the numbers dance. Press **C** to advance the screen. Your child can choose to play the same puzzle again, move Freddy up the screen to select another *Number Puzzle*, or return to the **FREDDY'S POND** screen.

Word Puzzle

Your child helps Freddy unscramble letters to spell words and complete the puzzles. Follow these simple rules:

- Press **W** at any time during game play to see the words and their positions in the puzzle. Underlines indicate blank spaces.
- Letters and spaces must be positioned in the order shown when **W** is pressed.
- One letter will fit in a box.
- Freddy can only move a letter to an empty box.
- Freddy can pick up one letter at a time.
- Once Freddy has picked up a letter, he can only move across empty boxes.
- Red squares appear around letters and spaces positioned correctly for puzzle completion.

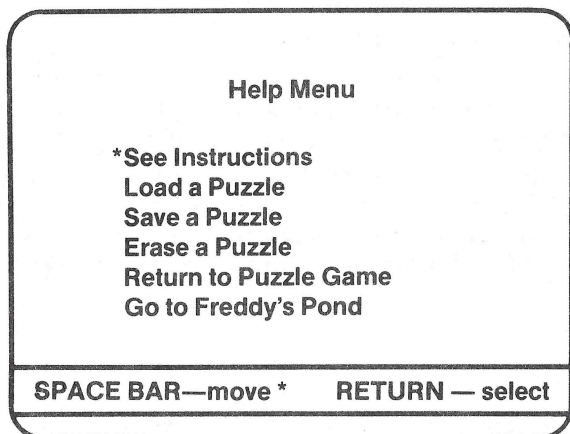
MOVING LETTERS

1. Place Freddy on the letter you want to move and press the **spacebar**.
2. As Freddy "picks up" a letter, it is displayed on the game screen.
3. Move Freddy to the empty box you have chosen.
4. Press the **spacebar** again. Freddy places the letter in that box.

Red squares appear around all the letters and spaces when a puzzle is completed. Screen animation and songs reward your efforts. Press **C** to advance the screen. Your child can choose to play the same puzzle again, move Freddy up the screen to select another *Word Puzzle*, or return to the *FREDDY'S POND* screen.

Using the HELP MENU

From any puzzle screen you can press the **ESC** key to view the *HELP MENU* screen. Here you can choose to see the game instructions; load, save, or erase a puzzle; return to the puzzle you are playing; or go to the *FREDDY'S POND* screen.



To make a selection, press the **spacebar** until the asterisk (*) is beside your choice. Then press **RETURN**. Each option is explained in the following section.

1. **See Instructions:** The rules for playing *Number Puzzle* or *Word Puzzle* are displayed. The puzzle you are playing remains intact so you can return to it after reading the rules. Press **C** to advance through the instruction screens. Then the *HELP MENU* screen appears.
2. **Load a Puzzle:** The screen displays the list of number or word puzzles that have been saved. Press the number of the puzzle you want to play and press **RETURN**.

Note: The puzzle selected will replace the puzzle you were playing prior to viewing the *HELP MENU* screen.

A red flashing line appears beneath the title selected and a prompt asking "Are you sure (Y/N)?" appears. Press **Y** (yes) to select that title. Press **N** (no) to select another puzzle. After you select a puzzle, the *HELP MENU* screen is displayed.

If you decide not to load a new puzzle, press **CONTROL C** to return to the *HELP MENU* screen.

3. **Save a Puzzle:** This option allows you to save the puzzle you are currently playing. Progress made on the puzzle is saved, and you can return to it at any time using the Load a Puzzle option.

At the *SAVE A PUZZLE* screen, type a number (1 through 14) and press **RETURN**.

Note: If a puzzle already exists at that number, it will be erased and replaced by the new puzzle.

Next type a name for the puzzle and press **RETURN**. Puzzle titles must be 14 characters or less. A red flashing line appears where the puzzle will be saved and a prompt asks "Are you sure (Y/N)?" Answer **Y** (yes) if the information is correct; **N** (no) if it is not. If a disk is not in the drive, an error message prompts you to insert a disk and press **C** to save the puzzle.

The *HELP MENU* screen is displayed after a puzzle is saved. If you choose not to save a puzzle, press **CONTROL C** to return to the *HELP MENU* screen.

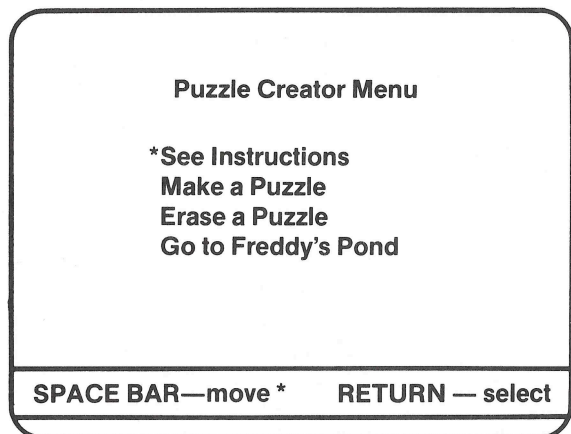
4. **Erase a Puzzle:** At the *ERASE A PUZZLE* screen, type the number on the left indicating the puzzle you want to erase and press **RETURN**. A red flashing line appears beneath the title selected, and a prompt asks "Are you sure (Y/N)?" If you type **Y** (yes), the puzzle is immediately erased. Type **N** (no) to select another puzzle to erase.

The *HELP MENU* screen is displayed after a puzzle is erased. If you do not want to erase any puzzles, press **CONTROL C** to return to the *HELP MENU* screen.

5. **Return to Puzzle Game:** Unless a new puzzle was loaded, the screen returns to the puzzle you were playing before viewing the *HELP MENU* screen. Any progress you made on that puzzle remains intact.
6. **Go to Freddy's Pond:** From this screen you can choose to start over on the same puzzle you were playing, view the entire *PUZZLE SELECTION* screen, or return to the *FREDDY'S POND* screen.

CUSTOMIZING WORD PUZZLES

If you have already loaded the program, press the **RESET** or **CONTROL RESET** to reload the program and view the **COPYRIGHT** screen. From the **COPYRIGHT** screen, press **CONTROL N** to create, save or delete your own word puzzles. You will see the **PUZZLE CREATOR MENU** screen. Press the **spacebar** to move the asterisk (*) to your selection, then press **RETURN**.



If you choose to see the instructions, press **C** to advance through the instruction screens. When all instructions have been displayed, the **PUZZLE CREATOR MENU** screen appears.

Creating a Puzzle

Press the **spacebar** to move the asterisk (*) to Make a Puzzle, then press **RETURN**.

You can enter your own two-, three-, or four-letter words into the puzzle formats already contained on the diskette: Rocket Ride, Toyland, Beaver Pond, and People Panic. Press the **spacebar** to select a game format, then press **RETURN**.

The **MAKE A PUZZLE** screen appears. It displays the format title, the number of words you can enter, and the maximum number of letters for each word. If you do not want to make a puzzle, press **CONTROL C** to return to the **PUZZLE CREATOR MENU** screen.

If you are using an Apple II+, use the **ESC** key to capitalize letters. If you are using an Apple IIe, use the shift keys to capitalize individual letters and the **CAPS LOCK** key to type several capital letters in a row.

The difficulty of your puzzle is determined by the number of empty boxes contained in the puzzle. Leave two or more boxes empty to make an easy puzzle. For a more difficult puzzle, leave only one box empty.

Note: If you do not leave an empty box in your puzzle, an error message appears on the screen. Retype the puzzle content at this time, leaving at least one empty box.

After each word has been typed, press **RETURN**. If you notice a typing error *before* you press **RETURN**, use the **left arrow** key to move the cursor, then retype the word. If you notice an error *after* pressing **RETURN**, press **CONTROL C** to back up to the item containing the error.

When game content is complete, the screen advances to the **SAVE YOUR PUZZLE** screen.

Saving a Puzzle

Type a number (1 through 14) and press **RETURN**.

Note: If a puzzle already exists at that number, it will be replaced by the new one.

Type a puzzle title (14 characters or less) and press **RETURN**. A red flashing line shows where your puzzle will be saved. A message on the screen asks, "Are you sure (Y/N)?" If the information typed is correct, press **Y** (yes). If not, press **N** (no) and retype the information.

If your disk is not in the disk drive, an error message prompts you to insert a disk and press **C** to save the puzzle.

The **PUZZLE CREATOR MENU** screen appears after a puzzle is saved. If you do not want to save your puzzle, press **CONTROL C** to return to the **MAKE A PUZZLE** screen.

Erasing a Puzzle

Move the asterisk (*) to Erase a Puzzle, then press **RETURN**. Type the number of the puzzle you want to erase and press **RETURN**. A red flashing line appears under the title of the puzzle you select. A message on the screen asks, "Are you sure (Y/N)?" If you answer **Y** (yes), the puzzle is erased and the screen returns to the **PUZZLE CREATOR MENU** screen.

If you do not want to erase any puzzles, press **CONTROL C** to return to the **PUZZLE CREATOR MENU** screen.

Playing your Special Puzzle

From the **PUZZLE CREATOR MENU** screen, choose Go to Freddy's Pond and press **RETURN**. The **FREDDY'S POND** screen appears. Choose *Word Puzzles*. Move Freddy down the river, set options for sound and number of players, and you will see the **WORD PUZZLE SELECTION** screen.

THE SPECIAL PUZZLE SIGN

Move Freddy to the Special Puzzle sign at the bottom of the screen. The screen advances to the **LOAD A PUZZLE** screen, showing the list of puzzles you have created. Press **CONTROL C** to return to the **WORD PUZZLE SELECTION** screen if you do not want to play a special puzzle.

To select a special puzzle, press the number of that puzzle, then press **RETURN**. A flashing red line appears beneath the title selected and the screen displays the message, "Are you sure (Y/N)?" Press **Y** (yes) if that is the puzzle you want to play. Press **N** (no) to select another puzzle. The screen advances to the puzzle you select.

Saving to Initialized Disks

The *Freddy's Puzzling Adventures* game disk has room for you to save 14 *Word Puzzles* and 14 *Number Puzzles*. If you want to save more puzzles, you can use any *initialized* disk (see your DOS manual for initializing instructions).

SAVING

- To create and save a *Word Puzzle*: From the **COPYRIGHT** screen, press **CONTROL N** to view the **PUZZLE CREATOR MENU** screen. Insert your initialized disk and create and save your puzzle. After the puzzle is saved, replace the original game disk in the disk drive.
- To save a puzzle you are currently playing: Press the **ESC** key to view the **HELP MENU** screen. Insert your initialized disk and save the puzzle. After the puzzle is saved, replace the original game disk in the disk drive.

LOADING AND ERASING

The Special Puzzle choice on the **WORD PUZZLE SELECTION** screen does not allow you to play or erase puzzles stored on an initialized disk. Follow these steps to load or erase puzzles stored on another disk:

1. Choose a *Number Puzzle* or *Word Puzzle* from the **PUZZLE SELECTION** screen.
2. When the game screen appears, press the **ESC** key to view the **HELP MENU** screen.
3. Insert your initialized disk. Choose either **Load a Puzzle** or **Erase a Puzzle**.
4. When the **HELP MENU** screen is again displayed, replace the original game disk in the drive.

Note: If you do not reinsert the original game disk, the screen will display an error message. Place the game disk in the drive and press **C** to continue.

ENRICHING YOUR CHILD'S EXPERIENCES

You play an important role in helping your child get the most from *Freddy's Puzzling Adventures*. Some suggestions for successful use of this program are included in this section. Use these to extend your child's ability to think logically—while having fun!

- Encourage your child to study the puzzles before making any moves. Help him or her to analyze moves and make logical choices.
- Help your child plan moves on paper before using them in the game. This encourages him or her to begin thinking through the consequences of a move.
- Reinforce the idea that time is not an element in the games—thoughtful moves are more important than speed! Your child may take all the time he or she needs to complete a puzzle. In fact, incomplete puzzles may be saved and completed later (see page 7).
- Help your child select puzzles he or she can complete. If your child becomes frustrated, assist in the completion of that puzzle or suggest a simpler puzzle.
- When your child becomes comfortable with game play, invite him or her to explore different strategies that decrease the number of moves needed for puzzle completion. Use graphs or score-keeping charts to keep track of improvements.
- Encourage two players to work together to solve the puzzles. Cooperation is an excellent way to help a younger player.
- Devise tournaments in which two or more players attempt to better their scores on selected puzzles. "Doubles" play, in which partners compete against other partners, is particularly well-suited to the puzzles.

For more information and activities, consider reading:

Fletcher, Helen J. *Put on Your Thinking Cap*. New York: Abelard-Schuman, 1968.

Gardner, Martin. *Perplexing Puzzles and Tantalizing Teasers*. New York: Simon & Schuster, 1969.

Walls, Fred. *Puzzles and Brain Twisters*. New York: Franklin Watts Inc., 1970.

Williams, Jerome and Lelia K. *Science Puzzles*. New York: Franklin Watts Inc., 1979.

Wyler, Rose and Ames, Gerald. *It's All Done with Numbers*. New York: Doubleday & Co. Inc., 1979.

LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials or construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

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Graphics routines from Penguin Software's Graphics Magician used in FREDDY'S PUZZLING ADVENTURES were written by Mark Pelczarski, David Lubar, and Chris Jochumson.

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DLM Software: A name you can trust

A respected publisher of educational materials for more than 15 years, DLM now lends its expertise to the field of microcomputer learning. The company's editors believe strongly that colorful graphics and fast, game-like action are the best ways to help children enjoy using microcomputers while learning important basic skills.